

CONSPIRACY X

INTRODUCTORY GAME KIT



Introduction

Welcome to the **Conspiracy X** demo pack. Inside you will find everything you need to begin playing the premier modern-day, conspiracy roleplaying game. Simply take home one of these packs (they're free), read it through, gather your friends, some six-sided dice, and five different cards from a regular or CCG deck, and you are ready to play.

Interested Game Masters should read through this whole pack. They will find introductory remarks on the setting, characters and backgrounds of **Conspiracy X**. After that, a quick summary of the rules is presented. All this information can be shared with the players. The latter half of the pack contains a ready-to-run mission for the pre-generated characters. We hope you enjoy your introduction to the **Conspiracy X** roleplaying game. Further information on the **Conspiracy X** line of products can be found at the end of the demo pack, or by visiting www.conspiracyx.com.

Setting

On the surface, the world looks very much like the one outside your bedroom window. The same people walk the same dirty streets. The same mindless drivel is shown on the same TV stations. But sometimes that just doesn't seem right. Why do certain figures appear out of nowhere and become famous overnight? Why do others disappear, never to be seen again? Just what is the government paying for when it shells out \$75 for a screwdriver? Why is it that the more questions you ask the less satisfied you are with the answers? This is the nature of conspiracies. This is the nature of **Conspiracy X**.

In **Conspiracy X**, the players assume the roles of operatives and conspirators of Aegis, a secret organization at work within the United States government. Aegis has been aware of extraterrestrial and supernatural forces on Earth for over forty years. Aegis forms a secret bulwark against these menaces. Any means must be employed to stop these insidious forces. Any means must be employed to keep the war secret -- to keep panic from spreading.

Aegis agent stay in communication through their HERMES links. These palmtop computer terminals are linked by intricate encryption codes to each other and the main HERMES database. HERMES links are DNA coded to a single user and are often disguised as normal items (cell phones, Gameboys, PDAs, and electronic phone books). Aegis agents are expected to upload reports on all activities to HERMES.

At various points in the following text, certain conventions are used. 1D or 2D means one or two six-sided dice respectively. Df followed by a number indicates a Difficulty Level. t means Target Number. Others will be detailed as they are needed.

The World of Conspiracy X

For the most part, the world of **Conspiracy X** is very much like our own. Behind the scenes, however, it is a good deal more sinister (or so you hope). The following timeline traces key elements known to all characters.

1930s: Watchmaker

Walter Stein was a British intelligence agent working inside Germany before World War II. Stein was also an accomplished occultist, and what he learned about the growing Nazi occult power sent him fleeing back to England. There, he convinced Churchill that measures had to be taken. With Roosevelt's help, a secret organization, codenamed the Watch, was established to combat the occultists of the Nazi Secret Doctrine. The Watch was instrumental in halting or reversing Nazi occult gains before the war, and paving the way for an Allied military victory once hostilities began.

1940s: The Schism

After the war, the Watch shifted direction. It investigated the curious reports, arising from both Axis and Allied pilots, about Unidentified Flying Objects (UFOs), otherwise known as Foo Fighters. Over the next couple of years, the Watch became convinced that aliens were active on Earth. The Watch began to direct its efforts toward investigating the UFO phenomena.

In 1947, Watch psychics experimenting with long range communication contacted strange, unearthly minds. Shortly thereafter, advanced guidance systems operators began tracking a UFO moving erratically over the White Sands Proving Ground in New Mexico. Once the contact became regular, the Watch decided to act. A vocal minority argued that the craft should be grounded, and examined. Only then could mankind meet the aliens on equal footing, and avoid being overwhelmed physically or psychically. The minority was outvoted in favor of peaceful contact.

The Watch set up Operation Dove, a psychic communication team at the Proving Ground. Meanwhile, the opposition secretly arranged for a missile battery to be located nearby. They labeled their mission Operation Pigeon Shoot.

Both missions were successful. As soon as the Operation Dove team made positive contact, the Operation Pigeon Shoot team blasted the UFO from the sky. The craft touched down once, leaving a long gouge in the Earth and scattering debris over a large stretch of a ranch in Roswell, New Mexico. It then slammed into a cliff, spilling out its extraterrestrial occupants.

Both factions of the Watch rushed to contain the craft and its odd passengers. The cover-up was not wholly successful.

From the events at Roswell, the Watch splintered into two antagonistic organizations. The members of Operation Dove regrouped and named themselves Aegis. Operation Pigeon Shoot was labeled the Black Book by Aegis operatives in the know.

Aegis structured itself in a typical cell manner. Each member knew his recruiter, and who he recruited, but little else about the conspiracy. This minimized security risks, and promoted deniability. Aegis concentrated on the newly created Air Force and CIA, but gradually spread to a number of Federal law enforcement agencies. The Black Book, which calls itself the Directorate, assumed a more hierarchical structure, and buried itself deep in the Department of Defense, the Army, and related agencies. The Book too has spread to other Federal agencies.

1950: New Projects

Aegis and the Black Book expanded significantly during the 1950s. The UFO craze was at its peak, and millions of government dollars were channeled into secret programs.

One of the most extensive, and most horrific, was Project MKULTRA. One of in a series of MK-designated secret CIA programs, MKULTRA focused on mind control, human behavior modification and psychic powers. Over time, some of the MKULTRA data came to light, but much still remains hidden. Aegis watched the experiments closely, quietly taking control of those with significant results.

Bowing to public pressure, the Air Force created an official investigation of the UFO phenomena, Project Bluebook. Bluebook was never more than a cover for a wholly Aegis-controlled program called Project Moondust. Moondust's official rationale was "the retrieval and exploitation of crashed foreign spacecraft." This purpose cleverly covered both downed Eastern Bloc and extraterrestrial craft. Fed carefully screened data by Moondust's personnel, Project Bluebook officially concluded that "no substantial evidence" supported the existence of extraterrestrial craft.

Finally, the 1950s saw the establishment of the closest thing to an Aegis HQ -- the Groom Dry Lake Research Facility at the Nellis Bombing and Gunnery Range in Nevada. Otherwise known as Area 51, Dreamland, S-4 and the Ranch, the Research Facility also houses the core databases of the HERMES system. This super-secret communications network is the life-blood of Aegis, and enables the loose Cell structure to work efficiently.

On the Black Book side, express ties and treaties were formed with the psychic Greys and the lizard-like Saurians. The Book benefited from advanced technology; the aliens enjoyed access to knowledge about mankind. With help from their alien allies, the Book constructed a vast underground base of operation near Dulce, New Mexico.

1960s -- Present: An Evolving Threat

The modern era of Aegis and the Black Book began with President Kennedy's discovery of the secret conspiracies. Once all was said and done, the President had been assassinated, and neither group knew exactly who was responsible. The whole incident reminded the conspirators of the paramount need for secrecy, and the delicate nature of their position and operations.

At present, Aegis maintains its Cell structure, and provides significant autonomy to its agents. Aegis' primary goal is the investigation of the aliens' motives and activities, and their physiology, technology and psychology. Aegis intends to develop weaponry and methods to combat the aliens.

The Black Book perpetuates its strict command structure, and attempts to control, to the greatest degree possible, the actions of its operatives. The pacts with the aliens have evolved to include abduction of human subjects, genetic experiments, sabotage and military espionage. More than one Directorate officer has begun to question the need, or desirability, of the alien treaties.

The two conspiracies purport to have the same goals -- the protection of mankind against alien and supernatural menaces. Their methods, means and make-up are very different, however. An intense, and often deadly rivalry exists. The schism reminds all that, more than advanced tech and secret plots, the divisions among humans are the aliens most potent weapon.

The Characters

Characters are generated by purchasing attributes and traits. **Conspiracy X** characters are regular, but important, people and creating a rich, interesting character is very rewarding. For purposes of the **Conspiracy X** demo pack, however, we have done the job for you to get you playing as quickly as possible. Players will take the role of Aegis Cell members.

Each character's attributes (Strength, Size, Agility, Reflexes, Intelligence, Willpower, Perception, Luck and Influence) are detailed. All these stats have a range from 1 to 5 (except Luck). Almost all humans have attributes of 3; a level 1 attribute is crippling, a level 5 attribute is truly extraordinary. Luck has two values, listed as Good Luck/Bad Luck.

Aegis agents have important and influential "day jobs." If they didn't, they would have little value to Aegis. These day jobs are called professions, and they range from the FBI, to the DEA, to the U.S. Armed Forces, and many more. The character's position in his day job is measured by his Influence attribute. This attribute usually governs the individual's ability to "pull strings" and otherwise get things done. Each character's pulling strings are listed in the character description.

Traits are skills, trainings and background flaws and advantages. Three is considered a Professional skill level3; a level 1 skill is limited, passing knowledge, a level 5 skill is near complete understanding. Trainings represent abilities that are learned relatively quickly and are tested using attributes. Trainings, such as SCUBA Diving, have no level. In the character descriptions, the attribute to be tested with the training is listed in parentheses. Flaws and advantages are also described in each character description.

Remember, these characters are abbreviated versions of what players can create in the full **Conspiracy X** system. Characters generated using the **Conspiracy X** sourcebooks will most likely have more traits and pulling strings.



Kristen McBrady

MKULTRA Scientist

Str 3 Siz 3 Agl 3 Ref 3 Int 4 Wil 3 Per 3 Luck 3/11 Inf 3

Skills

Brawling 2 Computer Use 1 Drive 2 First Aid 3
 Medical: General 2 MHIC-EDOM 2 Research 2
 Science: Psychology 3 Small Arms: Pistol 1 UFOlogy 2

Training

Awareness: Mental Instability (Per)

Trait

Cautious: Kristen must make a Normal Willpower test to rush any task.

Pulling String

MHIC-EDOM Device: On a Df3 Influence test, Kristen can secure a MHIC-EDOM device for one week. This flashlight-shaped object can be used in two ways. To a range of 30 meters, it can induce one of three mental states: rage (target lashes out at nearest target for 2D rounds), trance (target lapses into stupor for 1D minutes; damage will end trance), or fear (target runs or cowers for 2D rounds). In this case, the MHIC-EDOM skill is tested against the target's Willpower. To a range of 10 meters, the device can erase short-term memory for a half hour before, and a half hour after, the devices use. In this case, the skill test is Df2.

Roleplaying

Kristen is a born leader. She is also a workaholic and has little time for a social life. She lost her parents young, and she has been alone most of her life. The team is her family and she is overprotective at times. Kristen carefully analyzes all options before acting. She always stays in control and stays objective. There's an optimal response for every situation.



Riggs

Former Secret Service Agent

Str 3 Siz 3 Agl 4 Ref 4 Int 3 Wil 3 Per 3 Luck 4/10 Inf 1

Skills

Drive 2 Martial Arts 3 Lockpicking 2 Melee Weapon: Knife 3
 Shadow 2 Small Arms: Pistol 3 Small Arms: Rifle 2
 Stealth 2 UFOlogy 3

Training

Awareness: Surveillance Activity (Per) Communications (Int)

Traits

High Pain Threshold: The Difficulty Levels of Rigg's stun and KO tests are reduced by one.

Homicidal Tendencies: Riggs must succeed at a Variable Willpower test to avoid taking the most lethal action in any fight or high tension situation.

Pulling String

UFO Group Connection: Over time, Riggs has gained some contacts among the UFO enthusiasts. All part of keeping ready.

Roleplaying

Paranoid just scratches the surface of Rigg's mental state. He works out constantly to keep ready. He carries no identification or items revealing his past. That's all behind him now -- all but the horrid memories. Riggs is a living weapon bent on the destruction of those that wronged him.

The Awareness training provides a -1 Difficulty Level bonus to Perceptions test focusing on the training's specialization. For example, Riggs' Perception tests for detecting surveillance activity would gain a -1Df bonus.



Yang So

FBI Field Agent

Str 3 Siz 3 Agl 3 Ref 3 Int 4 Wil 2 Per 3 Luck 3/12 Inf 2

Skills

Computer Use 3 Computer Programming 3 Cryptology 3
Drive 2 Martial Arts 2 Repair/Build: Electronics 3 Research 2
Small Arms: Pistol 2 UFOlogy 2

Training

Surveillance (Per) Awareness: Spot Hidden (Per)

Traits

Strong ESP: Hunches: Once each day, Yang can draw one extra Zener card during a Hunch Basic ESP test.

Media Connection: Yang knows some influential people in the media. On a Df1 Influence test, he can get press passes for three. On a Df2, Yang can get background information on almost any subject (at least what would be known by an investigative reporter). On a Df3, he can get certain news equipment, such as cameras, news vans, even a “eye in the sky” helicopter.

Pulling String

FBI Forensic Laboratory Analysis: Whenever he wants, Yang can get a sample priority analysis treatment. The report will be returned in 24 hours.

Roleplaying

Knowledge is everything. Without it, even the most powerful man is weak. Yang is a small man with a head full of facts. What he doesn't know off hand, he can get to shortly via the laptop computer that he always carries. Whatever the situation, Yang must know all the facts and will go to extremes to get them.



Malek Levine

MKULTRA Outsider Psychic

Str 3 Siz 3 Agl 3 Ref 3 Int 3 Wil 4 Per 3 Luck 3/11 Inf 2

Skills

Brawling 2 Drive 1 Occult 2 Small Arms: Pistol 1

Training

None

Traits

Lesser Clairvoyant: On an R2 test (see Rhine Tests, pg. 8), Malek can ask three “yes or no” questions about the present events at any location. If he spends a Clairvoyance Psi Point (he has four each week), the Rhine test is automatically successful.

Lesser Psychometry: On an R2 test, Malek can ask three “yes or no” questions about the past events surrounding an object he is touching. If he spends a Psychometry Psi Point (he has four each week), the Rhine test is automatically successful.

Pulling String

Psi-Drugs: On a Df2 Influence test, Malek can secure a vial (6 doses) of psychic enhancing drugs each week. Each dose of the drug supplies a Psi Point for four minutes. After the drug wears off, Malek must roll Luck to check on harmful side effect. On Bad Luck, Malek suffers brain hemorrhaging with a Wound Level of Fw and a Damage Level equal to the number of doses taken in the last 24 hours.

Roleplaying

Malek is a spiritual man. He believes he has been granted a vision concerning a struggle between beautiful angels and lizard-like demons. He works for Aegis on the side of the angels. All must be calm, in control and united; violence never solved anything.



Cassandra Gasper

DEA Field Agent

Str 3 Siz 3 Agl 3 Ref 4 Int 3 Wil 3 Per 3 Luck 4/10 Inf 2

Skills

Drive 1 Lockpicking 3 Martial Arts 3 Photography 3
Shadow 3 Small Arms: Pistol 3 Stealth 2

Training

Surveillance (Per)

Traits

Adrenaline Surge: Once per mission, Cassandra can work herself into a frenzy, effectively raising her Strength and Willpower to five each for 1D rounds. She ignores all damage penalties (short of death) during this time. Once the surge wears off, all damage effects are applied at once, as well as an additional Tw2.

Distinguishing Mark: Cassandra has a vivid and memorable scar over her right eye that disfigures her face.

Pulling String

No Questions Asked: DEA agents can warn off other investigative bodies. A Df2 Influence test for local or state police, and a Df3 test for federal agencies shuts down any unwanted investigation.

Police Connection: Cassandra knows several detectives on the local police force. On a Df1 Influence test, she can get a squad car as backup in 1D+10 minutes. On a Df2 test, she can get a safe-house. On a Df3 test, Cassandra can get a DMV check revealing the owner, background information, vehicle details and traffic violations. On a Df4 test, and couple days, she can get police uniforms and credentials for three that will hold up for 24 hours.

Roleplaying

Cassandra was a model before the accident that scarred her. She avoids relationships and is very conscious of her disfigurement. Through sheer force of will, Malcolm has befriended her.



Malcolm Schmidt

Project Moondust Blue Fly Pilot

Str 3 Siz 3 Agl 3 Ref 3 Int 3 Wil 4 Per 3 Luck 2/12 Inf 3

Skills

Drive 3 Martial Arts 2 Pilot 3 Photography 2 Repair/Build:
Electronics 2 Small Arms: Pistol 2 Small Arms: Rifle 2

Trainings

Parachutist (Agl) Communication (Int)

Traits

No Records: Part of a super-secret spacecraft retrieval project, Malcolm's past has been erased. No records about him exist.

Atlantean Nanotech: Pilot Interface System: Malcolm was injected with experimental Atlantean molecular-sized machines. By touch, Malcolm can pilot any craft with an Atlantean interface. The system also allows him to increase his Reflexes to 4 for 2D rounds with a Df3 Willpower test. Due to its experimental nature, the system shorts out on a roll of 1 on 1D every time it is used. When it shorts out, Malcolm blacks out for 2D combat rounds.

Pulling String

Satellite Data: Malcolm can tap into the NIMA surveillance satellite system. These satellites are capable of 10cm resolution -- enough detail to recognize the model of vehicles and to track the movements of individuals. The satellites have normal and infrared capabilities. A Df1 Influence test will secure a satellite photo of any 2Km by 3Km area on the planet. The age of the information varies (Df1=24 hours, Df2=12hours, Df3=6 hours, Df4=3 hours). A Df4 test and 1Dx3 hours will get the character a live satellite feed that lasts 1D hours once a week. A satellite uplink and monitor must be available to display the feed.

Roleplaying

Malcolm, a top gun, is typically flamboyant and egotistical.



The Cell I

Aegis is organized in small operational units called Cells. Each Cell knows little about the rest of the organization to minimize security risk. All are aware that, at some point or another, everyone is expendable.

In a normal **Conspiracy X** game, the Cell is created as a group project once all the characters have been generated. Again, in the **Conspiracy X** demo pack, we have taken care of that task for you.

The Cell presented in this demo is led by Kristen McBrady. She is a well-respected doctor engaged in a research project secretly funded by Project MKULTRA, an Aegis mind control operation. Kristen recruited her star pupil, Malek Levine, and trained him to use his psychic abilities. Riggs was assigned to the Cell for two reasons: Kristen might need his combat abilities and her training as a psychiatrist might keep him under control. Further combat and investigative capacity was provided when Cassandra was relocated by the DEA so she would be available to the Cell. Malcolm jumped at the opportunity to join a field team and be freed of the top secret base where Project Moondust stationed him. Just recently, a bright young FBI computer scientist infiltrated Aegis' ultrasecure HERMES communication network. That hacker, Yang, has since been recruited. He was assigned to Kristen's Cell.

The Cell partially operates out of Kristen's hospital and has secured an ambulance and medical supplies for emergency situations. Cassandra brought in a surveillance van stocked with various equipment, including a satellite uplink and several monitors. Malek bought a small estate outside of town with money earned from his former "public" showings of his psychic abilities. The Cell gutted the basement and installed a small electronics workshop and mini-hospital. Malek, Kristen, Riggs and Malcolm stay at the estate. Cassandra and Yang have homes in town in order to maintain their covers.

The Equipment

There are hundreds of items that Cell members can siphon off their day jobs. The following are those that have been "requisitioned" by the Cell. The game details are explained in the rules section later in the pack.

6 Shotguns: range 15/50/75/100/125; damage Wn3; rate of fire 2 shots; ammo 2 shots

6 Auto pistols: range 5/40/60/70/80; damage Wn3; rate of fire 1 shot or short burst; ammo 9 shots

For purposes of the this demo pack, all guns should be considered to have an unlimited number of replacement clips, shots or rounds. Of course, reloading does take time (1 combat round).

6 Knives: damage Fw3

6 Kevlar vests: Ar4

12 Handcuffs

6 Silencers

6 Each Utility worker uniforms, Paramedic uniforms and DEA uniforms

6 Flashlights

6 Nightvision goggles

3 Lock pick kits (cannot perform Lockpicking skill without kit)

3 Micro-video cameras (must have Surveillance training to use properly)

6 Audio visual bugs (must have Surveillance training to use properly)

6 Audio Bugs (must have Surveillance training to use properly)

3 Bug Detectors (must have Surveillance training to use properly)

6 Hands-free personal radios: range half kilometer (must have Communication training to set up properly)

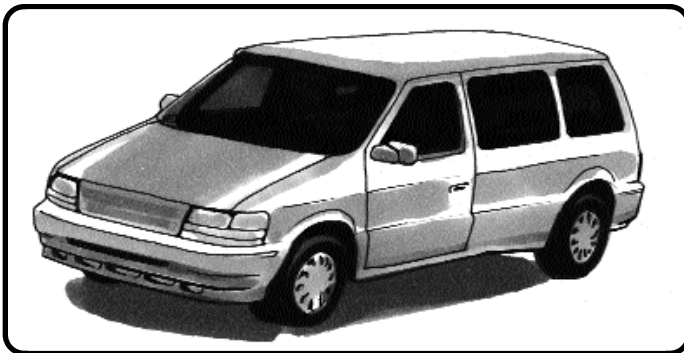
Vehicle radio: range 20 kilometers (must have Communication training to use properly)

First aid kit: grants +2t on First Aid skill tests

Laptop computer

Surveillance van: with monitors, recorders and satellite uplink for surveillance devices (must have Surveillance training to use properly)

Ambulance



The Rules

Basic Tests

In a basic test, the attribute or skill is compared to a Difficulty Level (Df) that ranges from 1 to 5. This comparison yields a Target Number (t). Two six-sided dice (2D) are rolled and if the result is equal or less than the Target Number, the task succeeds.

Df1 tasks are very simple; Df5 tasks are extraordinarily difficult. Df3 attribute tests are relatively difficult for normal people. Df3 skill tests are relatively difficult even for professionals in that skill.

Easy Test: If the attribute or skill is one level higher than the Df, no Target Number is used; the test is an automatic success.

Normal Test: If the attribute or skill is equal to the Df, the Target Number is 7 (roughly 67% chance).

Hard Test: If the attribute or skill is one level lower than the Df, the Target Number is 4 (roughly 17% chance).

Impossible Test: If the attribute or skill is two levels lower than the Df, no Target Number is used; the test is an automatic failure (a Luck test may be made).

When “rushing,” a task may be performed in half the time necessary at one Df level higher. When “taking your time,” a task requires twice the time and gains a one Df level reduction.

Two or more people may act together on a task as long as their skills are within one level of each other. The second person working on a task grants a one Df level reduction. Thereafter, other helpers grant a +1t bonus each.

Variable Tests

In a Variable test only Target Numbers are used. The base Target Number is 7. The attribute or skill level is added to this number, and the result of one six-sided die (1D) roll is subtracted from it. The final Target Number is tested by rolling 2D.

Luck

When faced with an Impossible task (or whenever the Game Master feels it is appropriate), the player may take a Luck test. Two six-sided dice (2D) are rolled. If the result is less than or equal to the character's Good Luck value, something beneficial happens. If the result is greater than or equal to the Bad Luck value, something really bad happens. Otherwise, no special result occurs (i.e., the Impossible task remains impossible).

Research

Conspiracy X often calls for a research project to be completed. Research projects are either short-term (one day) or long-term (one week). The character chooses a Project Value (PV) representing how aggressive her research effort will be. A PV of 1 is very cautious; a PV of 6 is crazy experimental. The PV becomes the Df of whatever test is appropriate. For example, a conservative (PV: 2) research project on the Internet would be a short-term Df2 Computer Use task. A character gains a Target Number bonus (if applicable) equal to his Research skill level.

If the skill test is successful, the character then checks for a breakthrough. One six-sided die (1D) is rolled. If the result is less than or equal to the PV, a breakthrough is achieved. If no breakthrough occurs, another skill test may be attempted and it gains

a +1t bonus. Thus, successful test results always provide a benefit even if no breakthrough occurs. Every research project must be designed an appropriate skill or attribute, and a set number of breakthroughs before success is achieved. For example, hacking into a government mainframe might be a short-term Computer Programming (x3) research project.

Combat Rounds and Initiative

Combat rounds are roughly 5 seconds long. Combat or other time sensitive actions are performed in order of the participants Reflexes, the higher acting earlier. When Reflexes attributes are equal, all actions, except close combat, are simultaneous and damage is simultaneous. In close combat, participants with equal Reflexes roll 1D. The high roller acts first.

Evading

Character may sacrifice all actions during a round to evade. Evading characters test their Reflexes against the Reflexes of their opponent. If successful, that attack is nullified regardless of when during a round it occurs. Only one attack may be evaded during a round, but the extreme action of evading may grant a negative modifier to other attacks (-2t) targeting the evader.

Ranged Combat

The Df of a ranged attack depends on the range. Point blank is Df1, close is Df2, effective is Df3, long is Df4, and extreme is Df5. Weapon ranges are listed in the weapon description and are expressed in meters. Aiming decreases the Df by one, a snap shot (treat Reflexes as one level higher) increases the Df by one. Short bursts add 1t, use 1D bullets and increase the DL by one. Dim light subtracts 2t. Other modifiers should be applied as the Game Master sees fit.

Close Combat

Melee combat is close combat with weapons. The character's Melee Weapon skill is tested against Df2, modified by the circumstances as the Game Master desires. Melee attacks may be evaded, dodged or blocked by other melee weapons (Df equals opponent's Reflexes or skill level).

Hand to hand combat is close combat without weapons. The applicable test depends on the move chosen by the attacker. Those with Brawling may use any Brawling (B) move; those with Martial Arts have access to these moves and more (M).

Punch (B): Df1; damage Br(Str).

Dodge (B): Df equals opponent's skill; avoids attack; may be performed out of initiative order but uses that round's action.

Haymaker (B): Df3; damage Tw(Str).

Kick (M): Df2; damage Tw(Str).

Disarm (M): Df2; opponent forced to drop weapon.

Sweep (M): Df3; opponent is rendered prone (+1Df to your next attack; +1Df to opponent's action until she spends a round standing up).

Damage

Damage is expressed by a Wound Level (WL) and a Damage Level (DL). Lethal Wound Levels are Flesh (Fw), Wound (Wd) and Splatter (Sp). Non-lethal (but still very harmful) Wound Levels are Bruise (Br), Twack (Tw) and Break (Bk). The Damage Level is a number from 1 to 6.

Armor

All body armor has an Armor Rating (Ar). This Ar is tested against the DL of the wound. If successful, the armor shifts lethal damage to non-lethal damage (Fw becomes Br; Wd becomes Tw; Sp becomes Bk).

Staging Damage

Once damage is taken, both sides check for variations caused by toughness or luck. The attacker tests the DL against the target's Size. If successful, the Wound Level shifts one level higher (e.g., Wd becomes Sp). Then the target tests his Size against the DL of the injury. If successful, the Wound Level shifts one level lower (e.g., Bk becomes Tw). Fw and Br stage down to nothing. Br stages up to Sp. Sp stages up to instant death.

Damage Effects

Damage Levels are cumulative. If an injured character suffers a Wd2 before her previous Wd3 has healed, the new injury is treated as a Wd5 for purposes of stun and KO. Once enough wounds have been taken to raise a category's DL over 6, a new wound at the next Wound Level is imposed. For example, if a character with a Wd4 takes a Wd3 injury, a Wd6 and a Sp1 is tested.

Once the damage code(s) is set, the injured character suffers the effects of the wound. The effects are summarized in the Effects of Damage Table (see below).

The Usage Penalty is imposed until the character is healed. Stun cancels the character's next action unless they succeed in testing their Size against the Df indicted by the table. KO renders the character unconscious for a certain time period unless they succeed in testing their Size against the Df indicated.

A Lethal wound must be stabilized within a certain period of time. Otherwise, the DL for that wound increases by one as the character bleeds to death. A stabilization attempt tests the character's Strength against the DL of the wound (modified as indicated). Once a wound is stabilized (if necessary), it may be healed after a certain period of time by similarly testing Strength against the DL of the wound (modified as indicated).

A successful First Aid skill test against the DL of the wound lowers the next stabilization or healing test by 1Df.

Rhine Tests

Psychic abilities are governed by Rhine tests. Rhine tests are expressed as R and a number. The number indicates how many Zener cards are drawn. Zener cards have five different symbols, one on each card. The character picks a symbol, the Game Master shuffles the cards and the appropriate number of cards are drawn. If the symbol chosen appears on any of those numbers, the psychic ability works.

For purposes of this demo, Game Master can make their own Zener cards by drawing the proper symbols (shown below) on five regular playing cards or old CCG cards. Alternatively, the Game Master can choose any five different cards from a playing or CCG deck and have the players choose one of those cards before conducting a Rhine test.

Basic ESP

All characters have access to Basic ESP. This represents psychic abilities natural to all humans. There are four Basic ESP abilities that may be used successfully once per week. All Basic ESP tests are R1.

Hunch: The character may ask one "yes or no" question about her current situation.

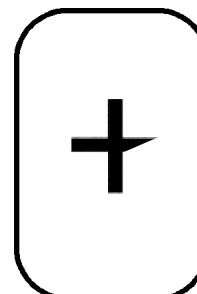
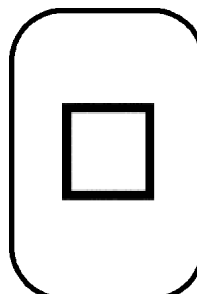
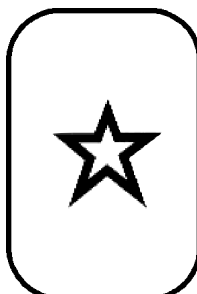
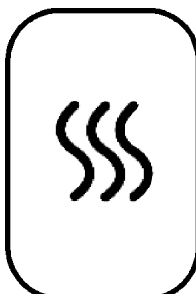
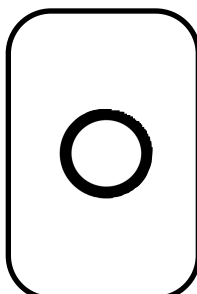
Read Aura: The character may ask one "yes or no" question about the current feelings or nature of another person.

Second Sight: The character may ask one "yes or no" question about the future.

Sixth Sense: The character may replay the previous round, taking into account what is about to happen.

EFFECTS OF DAMAGE

Wound Level	Usage Penalty	Stun Avoid	K.O. Avoid	K.O. time	Stabilization time	Healing time	Stabilization & healing/Df mod
Flesh (Fw)	-2t	Normal Size(Wil)	DL-2	1D rounds	1 hour	1 hour	-2Df
Wound (Wn)	+1Df	Automatic stun	DL	1D minutes	1 minute	1 Day	--
Splatter (Sp)	unusable	Automatic stun	DL+2	1D hours	1 round	3 Days	+2Df
Bruise (Br)	-2t	DL-2	DL-3	1D rounds	N/A	1 minute	-2Df
Thwack (Tw)	+1Df	DL	DL-1	1D minutes	N/A	1/2 hour	--
Break (Bk)	unusable	DL+2	DL+1	1D hours	N/A	1 Day	+2Df



Damage Control

by David Chart

The following mission can be run by new Game Master and players using the pre-generated characters detailed elsewhere, or using their own characters (if they own the Conspiracy X main rulebook). This adventure should not take more than one playing session to complete. Those who intend to play through this demo pack, rather than Game Master it, should stop reading now.

This mission can be located anywhere in the U.S. We recommend that the Game Master locate the story in his home town, or a nearby city. That makes description of the locales and events easier, and familiar to the players.

The Mission

The characters learn that a group of amateur UFOlogists, with no known connection to Aegis, have obtained some fairly solid evidence of alien activity, and are planning to make it public. The goal of this mission is simple: to stop them from doing so. Things are made a bit more complex by the fact that this group is convinced that there is a government conspiracy willing to kill to keep this sort of thing secret. They're right, of course, but that's not the point. Unless the Cell proceeds carefully, and does its homework, they could make matters even worse.

The Cell learns, through regular contacts among UFO watchers, that the Independent Guardians of a Free Earth (IGFE) group has pictures showing treacherous meetings between government officials and the advance scouts for an alien invasion force. They are able to see a portion of one picture, in IGFE's teaser literature, and it looks like a known alien type, a Saurian. The Cell notifies Aegis that they will suppress publication.

What Has Gone Before

The four-member IGFE is a fairly new group on the UFO scene, and occupy themselves in the usual ways: scanning old pictures,

denouncing government cover-ups, and chasing round the country after sightings of UFOs. Three days ago, they struck gold. They were staking out an area where one of their number had seen something (a weather balloon, as it happens), and saw a meeting between Saurians and government agents. This was pure luck, and the aliens did not guess that they had been observed and photographed.

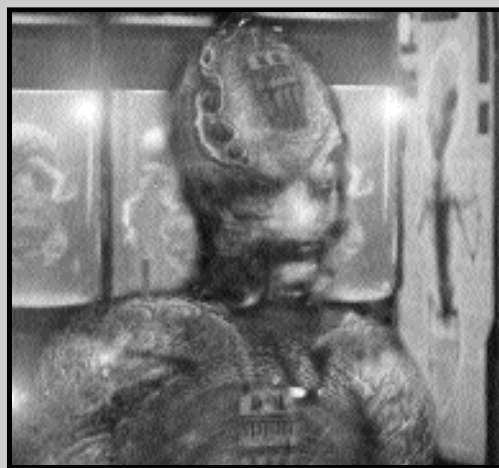
Terribly excited, they rushed to develop the film, and decide what to do next. One wanted to release everything immediately, but others were in favor of gathering some more UFOlogists first, to make it harder for "The Conspiracy" to make them disappear. They thought about simply sending copies to everyone, but realized that they would get less credit and fame that way. Thus, they prepared a carefully (they thought) censored photograph and a flyer, and sent those out, before retreating to the Fort to hide and wait for the meeting. Their hope is that a week will not be long enough for the government to find them and act, but will be long enough for a large group of UFOlogists to gather. They also hope that the picture will be sufficiently interesting to pique interest, without giving away the extent of their knowledge.

The Hook

The Cell needs to obtain a copy of IGFE's flysheet. Those with UFO group contacts do so automatically, because this is big news in the community. Otherwise, Aegis' communications network HERMES will alert them to the situation. From the time they get the flysheet, the characters have a week to do something before IGFE releases its information at a big conference. Even a minimal amount of digging will reveal that most major UFOlogists plan to be present, along with several newspapers and even a TV station (making a documentary that could be bigger than they imagine). More digging (Df2 Influence test for anyone with links to appropriate places) will let the characters know that IGFE is planning to have lots of witnesses when it makes the announcement, to make it harder for the government to make them disappear. In the meantime, the IGFE members are lying low.

The Flysheet

BIGGEST UFO DISCOVERY EVER!
PICTURES OF THE ALIENS AMONG US!
PROOF OF A FEDERAL CONSPIRACY TO BETRAY US!



Attend the meeting at the Hilton Convention Center, Swan Room on Friday to find out more.

Independent Guardians of a Free Earth: Holding the Fdr

Initial Investigation

The first step is to find out who, and where, the IGFE is. The flysheet does not carry a contact address or any names — they are paranoid, after all. There are two ways to do this: pulling strings and research. Media and police contacts may be checked, and players may come up with other ways to use their abilities. In general, these methods will take a couple of days to come up with all the publicly available information below. Research could take many forms: examining newspaper file morgues, printers' records, records of past UFOlogy meetings, and so on. Treat as a short-term UFOlogy(x2) or Computer Use(x2) research project. Each breakthrough provides the information indicated below.

Breakthrough 1: Basic information on IGFE itself. The names of the members of IGFE, and the information noted as publicly available in the group member's descriptions.

Breakthrough 2: The location of the Fort.

The Cell may stop research after the first breakthrough. However, one day investigating their homes and places of work will reveal that they haven't been around for several days — they vanished three days before the Cell got hold of the flyer, telling people that they would be back in a couple of weeks.

If the Cell decide to search their houses, let them. They all have sophisticated (Df3) alarms and locks, except that Martin, the most paranoid, has Df4. These Dfs should be used for Perception tests to find all the alarm triggers and control boxes, and for deactivation tests. Most of the locks are mechanical, and thus Lockpicking is appropriate, but for those noted as electronic, use Repair/Build: Electronics. Use the same Dfs for any other skills that the Cell use to gain access, if you judge that they are appropriate. Internally, the houses are fairly normal: anything special that may be found is listed with the character. Make up the floorplans as you go. They are not essential and would take a lot of space here. Dfs are also given for searching: these apply to Perception tests, or to Photography, if used. Note that, in the latter case, the Cell would probably have to return to the house to follow up. The base times for searching result in the Dfs listed. For every three hours less than the base time spent searching, increase the Dfs of the search time by one.

Once they have names, the Cell can also perform more detailed background checks on the various members. Using FBI, DEA or police connections, this is a short-term Influence research project, but it must be performed separately for each individual. The more breakthroughs obtained the more information is gathered. The Fort may be researched in the same manner.

IGFE

Each character has stats followed by notes. The notes cover publicly available information (found by general research), what is at home, the results of a background check, secret information that the characters can't find out (barring mind scan), and current appearance.

IGFE is a small group, relatively new in the UFO field. They are generally thought to be a bit wacko, as they are convinced that the aliens plan to invade, and that the US government is going to help them. People don't dismiss them out of hand, but they are definitely towards the lunatic fringe.



Martin Dubois

Str 3 Siz 3 Agl 3 Ref 3 Int 3 Wil 3 Per 4 Luck 4/12

Skills

Brawling 2 Drive: Auto 3 Escape 2 First Aid 3 Photography 3 Small Arms: Pistol 2 UFOlogy 3

Trainings

Awareness: Tails and Surveillance (Per)

Traits

Strong ESP Read Aura: Once a week, Martin may draw an extra Zener card when performing a Read Aura Rhine test.

Equipment

Jeep, Camera, Auto pistol (range 5/40/60/70/80; damage Wn3; rate of fire 1 shot or short burst; ammo 9 shots), Kevlar vest (Ar4), First aid kit

Notes

Publicly available information: Martin has been an active UFOlogist for around six years, and the most recent photograph that can be found on record is seven years old. He is black, and was rather overweight when the photograph was taken. He would now be 32. He doesn't have a driving license anymore, although the photograph is taken from one. He worked as a clerk in a local store, but he quit his job. He lived in an apartment, and his neighbors hardly ever saw him.

The Apartment: The place has Df4 locks and alarms. If the alarms are triggered, his neighbors will call the police, but stay in their apartments. The characters will have about twenty minutes, unless they can pull strings to keep the cops away. It takes eight man-hours to thoroughly search the apartment (i.e. base time for the difficulties given; for every two hours less spent add +1Df). It is obvious that he has a lot of UFO and conspiracy literature. Df2: Everything is commercially published, with none of the type-written gray literature so common in the area. Df3: He left in a hurry, as perishable food remains uneaten. Df4: There is a secret drawer in his desk, built into the top. It is empty.

Background Check: First Breakthrough: Martin changed his name ten years ago, and seems to have done nothing significant apart from get involved in UFOlogy since. Second Breakthrough: Martin changed his name from "William Myers". William Myers was a member of a communist group at college. He was investigated by the FBI, but they concluded that the group was harmless. It did hurt his employment prospects, though, so he changed his name to shed his past.

Secret Stuff: Martin is the real driving force behind IGFE. He is convinced that the U.S. government wants to sell most of the human race into slavery to aliens, and is gathering information to prove it. He is sure that the FBI has been after him for years, and has worked on leaving the smallest possible records trace possible. He took the photographs of the Saurian meeting, developed them, and set up the meeting. He also convinced his friends in the group that they were in danger, and that they should hide out at the Fort.

Appearance: Martin has lost weight and gotten into shape. He looks younger now than in the photo, although he is still recognizable. He wears casual clothes -- nothing to draw attention.



Paul van Lehn

Str 3 Siz 3 Agl 3 Ref 3 Int 3 Wil 2 Per 4 Luck 2/11

Skills

Brawling 2 Drive: Auto 2 Escape 3 First Aid 1 Photography 1
Small Arms: Pistol 2 UFOlogy 2

Equipment

Auto pistol (range 5/40/60/70/80; damage Wn3; rate of fire 1 shot or short burst; ammo 9 shots), Camera

Notes

Publicly available information: Paul, 35, graduated from Boston College. He runs a bookshop in the city, and lives in a small house in the suburbs. He is involved with UFOlogy and the shop (which is open, being looked after by his assistant Richard Hambly) has a large selection of books on UFOs and government conspiracies. He doesn't seem to have done anything significant.

The House: Locks and alarms are Df3. If the alarms are set off, the police arrive in ten minutes. The house is tidy. It takes sixteen man-hours to search (Perception test) the place thoroughly. Automatic: a large collection of pornography, mostly S&M stuff. Df1: S&M gear, stashed in a box under his bed. Some of the porn is amateur. Df2: Some of his pornography is illegal in a number of places in the U.S. (possibly where he is, but not if he's in, say, metropolitan New York — it's really kinky, not sick). Df3: Some of the amateur photos were taken in this house, using the gear under the bed. His darkroom was used recently, and there's a failed print on the floor which looks like the flysheet photo. Df4: There is a well-hidden secret compartment behind the darkroom sink. It has an electronic lock, and contains a map of the Fort and its grounds, a list of UFO contact addresses, and a record book containing notes on sightings. The last entry is about a week old and says simply "The Big One". A note underneath says "Duplicate everything".

Background Check: Paul is clean. The IRS audited him, but found nothing. He does sell some of the porn he makes himself, but it's all legal and/or not worth the bother of shutting down.

Secret Stuff: Paul is in IGFE for the adrenaline rush. Deep down, he doesn't think that the government could betray everyone, and he suspects that they have only just contacted aliens — after all, they couldn't manage a major cover-up stretched over several years. He also likes the loyalty within the group: he really wants a steady relationship, but the women who are into S&M don't seem to be into fidelity (he needs to stop trying to meet girls in fetish bars, but he hasn't quite worked this out). His low Willpower makes him, potentially, a weak link.

Appearance: Six feet tall and very slightly overweight, with thinning brown hair and green eyes, Paul is a fairly good looking Caucasian. He is dressed casually at the moment, although he normally wears suits, as his wardrobe attests.



Marian Giddens

Str 3 Siz 3 Agl 3 Ref 4 Int 3 Wil 3 Per 4 Luck 2/12

Skills

Brawling 3 Heavy Weapons 2 Small Arms: Pistol 2
Small Arms: Rifle 3 UFOlogy 2

Traits

Awareness: Government Agents (Per) Wilderness Survival (Per)

Equipment

Camouflage Fatigues, Kevlar vest and helmet, Survival Kit, Magnum Revolver (range 5/40/60/80/90; damage Wn4; rate of fire 1 shot; ammo 6 shots), Assault rifle (range 10/50/70/80/90; damage Wn4; rate of fire 1 shot or short burst; ammo 30 shots) with underbarrel grenade launcher (range 10/30/50/75/80; damage see grenade; rate of fire 1 shot; ammo 1 shots; use Heavy Weapons skill), 5 high explosive (Sp4 on contact, Wn4 within ten meters) and 5 ripper grenades (Fw3 to all within ten meters of front of gun), SMG (range 5/40/60/65/70; damage Wn3; rate of fire 1 shot or short burst; ammo 30 shots).

Notes

Publicly Available Information: Marian doesn't have much to do with people: she's a bit of a survivalist nut. She is convinced that some of her friends were abducted by aliens a few years back, and hangs around the UFO scene. She lives at a small farm some way out of town.



The Farm: Df3 locks and alarms, but if the alarms go off they will just annoy the characters until they smash them. It takes twenty man-hours to thoroughly search the entire farm. Automatic: She lives alone, and there is no power supply. She has lots of hand-powered equipment. Df1: The basement has a Df4 mechanical lock, and contains a small armory. Df2: A few large handguns, an SMG, and a rifle are missing, along with ammunition. Half a dozen pistols and three rifles remain. Df3: The missing rifle has a grenade launcher, and there were probably grenades for it. She doesn't seem to have the standard books on conspiracy theories. Df4: One of the outbuildings is used on a frequent basis, although pains have been taken to hide the fact. One hour search of the shed (and a Df3 Perception test) will find the hidden cupboard which contains a lot of conspiracy literature, much of it unpublished, and many, many plans for overthrowing the government, some of which have a chance of success. A list of codewords is also here, but without any indication of meaning. Df5: She has a lot of maps of the surrounding area. The one for the area around her farm is very new, and only one other shows signs of significant use. Although not marked precisely, this map shows the general location of the the Fort. It is possible to see which panel is most used, and this cuts the area to a few square kilometers.

Background Check: Marian is monitored by the FBI and ATF. They don't know about all her weapons, and have not noticed any links to dangerous groups. Accordingly, she is not under particular investigation. The evidence at the farm would change this, of course.

Secret Stuff: Marian wasn't sure that she believed in aliens: she thought that they might be some elaborate government disinformation scheme. Now she's sure, and she thinks that the invasion is imminent. She is jumpy, paranoid, and heavily armed. She also goes out of the Fort to sweep the surrounding area every 2 hours, so characters with the map (from the farm) and satellite surveillance may be able to pin the Fort down that way.

Appearance: Marian looks thin, even a bit waif-like, although she doesn't quite have the looks to pull it off. This is misleading, as her body is almost solid muscle. She doesn't do weight training, and she doesn't have the bulk. She looks rather odd wielding an assault rifle. She is white, with dirty blonde hair.



Frank Lewis

Str 3 Siz 3 Agl 3 Ref 3 Int 3 Wil 3 Per 3 Luck: 2/12

Skills

Computer Use 3 Computer Programming 3 Cryptology 2
Small Arms: Pistol 2 UFOlogy 3

Traits

Communication (Int)

Equipment

Laptop computer, Auto pistol (range 5/40/60/70/80; damage Wn3; rate of fire 1 shot or short burst; ammo 9 shots), smelly clothes, six-pack of beer.

Notes

Publicly Available Information: Frank has a web page. He's a programmer for a local company, and he was owed a lot of holiday, so they are coping with the fact that he took it on short notice. His web page is about programming, the X-Files, government conspiracies, and how aliens speak C++. He has a nice apartment in the center of town.

The Apartment: Df3 locks and alarms, and the police turn up in ten minutes if the alarm is triggered. The place is a dive, with fast food debris all over the place. It takes sixteen man-hours to search thoroughly, due to all the rubbish. Automatic: Lots of conspiracy stuff. Lots of soft porn. Racks of anime videos. High capacity internet connection. Df1: His desktop computer is password protected and encrypted. A short term Cryptology(x3) research project is necessary to crack it. If they do, there is all the normal stuff, a lot of net.porn, and a folder called "Conspiracy Secrets". This contains more encrypted files, which require the same effort to crack. If this is done, they prove to be X-Files scripts, and a small application that flashes "Suckers!" on the screen. Df3: (If the characters search here within three days of getting the flyer.) Frank wears contact lenses, and has left most of the solutions here (see below). Df4: Buried under junk which seems to have cascaded off a desk, and stuck to the bottom of an old pizza carton, is a photograph showing three Saurians talking to two men in dark suits.

Background Check: Frank is monitored occasionally, due to paranoid rantings, but he isn't particularly bad for a netizen, so little is done. He is a good programmer, and knows encryption.

Secret Stuff: Frank doesn't think that the government has eyes everywhere, although he does think there's a big conspiracy. He suspects that the conspiracy is about as well organized as most government bureaucracies, and spends the first three days of the adventure badgering Martin to let him go back for his lens solutions. Eventually, he just sneaks out, and any characters monitoring the apartment can follow him back to the Fort. He will be utterly terrified if he realizes that government agents have been through the apartment in his absence, and will run (actually drive) straight back to the Fort, kicking himself as soon as he gets there.

Appearance: Unwashed, unshaven, overweight computer geek. Wears a tee-shirt which is too small and says "They Are Here", under a bad picture of a Grey.

The Fort

All the members of IGFE are currently holed up here. Note that IGFE have cleared all brush by the house and made a few alterations to the house (see map key). Satellite photography will show this, although the bricked-up windows are a Df4 Perception test to spot.

The IGFEists have settled into a fairly paranoid routine. Each one spends six hours on watch from the lookout, and they all sleep dressed, with guns by the bed. The alarm system is Df4 to bypass, and is active on all windows and doors at all times. There is a keypad by each door, allowing the group to deactivate it before using them. There are also panic buttons, which are on a separate circuit from the main sensors (a Df4 Perception test to realize and deactivate along with the others). Every possible entry is locked (Df4 locks) and all windows are bricked up.

Spying

If the characters spy on the Fort, make sure that they make appropriate Stealth checks. Remember that laser bugs will not work on the bricked up windows. If they do manage to overhear conversations, the group is excited about the upcoming press conference, worried about the possibility of government interference. Occasionally they ask Martin if the “insurance” is secure. He always says that it is.

There is a phone-line to the Fort, and the characters could tap it. It is used once per day, when Martin phones a certain number (555-8678) and says “Hello, I’d like to order a large pizza with anchovies and pineapple”, the guy at the other end replies “I’m afraid you must have dialed the wrong number”, and puts the phone down. This phone call is always made between 3-4 p.m.

Plans

The characters could do so many different things that it would be futile to try to cover them all here. Enough information has been provided here to adjudicate the details of most plans, so this section will concentrate on likely consequences.

If the characters go in like a SWAT team, they will probably wipe out most of IGFE, although Martin will get out (see The One That Got Away) unless they are incredibly clever. They should be able to manufacture a cover story that gives them good cause, but many people will be convinced -- rightly -- that the IGFE was wiped out by the Conspiracy because they knew too much. The characters may also get a nasty shock shortly afterwards when the duplicates are released.

If they sneak in, steal the evidence, and leave, without it turning into a bloodbath, the IGFE will work with the duplicates and use the burglary as further evidence. If the characters were spotted (or worse photographed), they will be fingered as agents of the Conspiracy. This is pretty much a worst-case scenario, although they do get the pictures.

One of the better plans is to sneak in, steal the evidence, plant incriminating evidence, and call in the police. The group could be framed for revolutionary activity or for porn trafficking — other charges are possible, but wouldn’t have the same grip on their real backgrounds. This will destroy their credibility, and will make it easier to track Martin.

The players will doubtless come up with something else, but make sure that they keep in mind that the primary goal is to keep the information under wraps not to kill all the members of IGFE.

The One that Got Away

When the characters act, either in person or by sending in the police or other authorities, Martin will be warned by his Strong ESP, and will run. Make it difficult to stop him: Df5 or so, with bonuses if they come up with a very good plan.

Martin will climb out of his rear window, drop into his jeep, and leave, heading for the trees to the west. These extend off the map, and Martin has his route planned. Following him is a Df4 Drive test just to avoid the trees. If that is successful, they will need to succeed at three Drive tests against a Df equal to Martin’s Drive skill. If the Cell is not there in person, he will definitely get away.

Martin will spend five days calling in all the favors he can, before vanishing. The Cell will not be able to find him after this without launching a full scale manhunt, which is probably excessive. The one thing that remains constant is his daily phone call. The contact is Geoffrey Phillips, a friend in the conspiracy business, who has been given a sealed packet that he is to open and distribute if the phone call fails to arrive. The call is to a public call box, so the characters will need to stake it out to catch the contact.

Geoffrey is completely average, and just about any vaguely plausible scheme for leaning on him will make him give up the package, still unopened (it has a security seal, which is untouched). On the fifth day, Martin will collect the package, since he needs the evidence more than the insurance, but the characters should have retrieved it by then.

If the characters try to burgle Geoffrey’s house, the locks and alarms are Df3, and it takes four hours to search. The package may be found on a Df4 Perception test. Geoffrey is still in residence, although he works during the day. If they talk to Geoffrey, and Martin is currently wanted for some crime, he will be happy to give the package up to “the authorities.” He doesn’t want any more trouble than he has already. Threats will also obtain it, for the same reason. (Remember that Geoffrey doesn’t know just how interesting the contents are.)

Martin will be making a lot of phone calls, and talking to a lot of people, while he tries to disappear. Thus, various strings and skills should enable to characters to track him down. Anything sensible will allow them to find him once: catching him may be slightly harder, but should still be possible. If they miss their first chance, make them work for a second: new schemes, better die rolls, and so on.

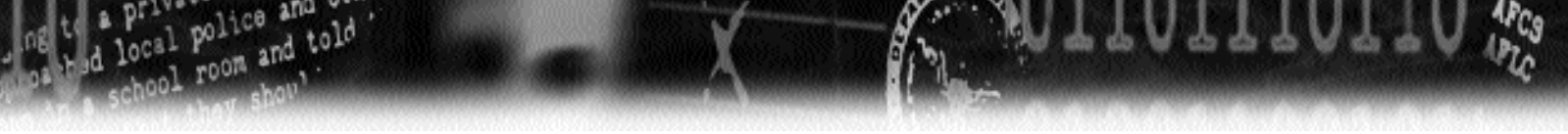
This section is a coda to the main mission, so it isn’t as detailed. The main purpose is to drive home to the players the importance of tying up loose ends, not to give the Game Master an opportunity to wreck their lives even if they did well in the main part.

Troubleshooting

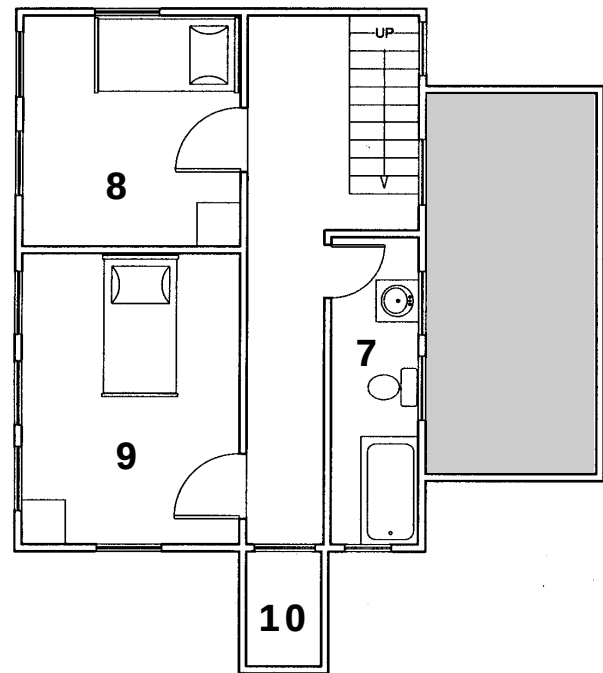
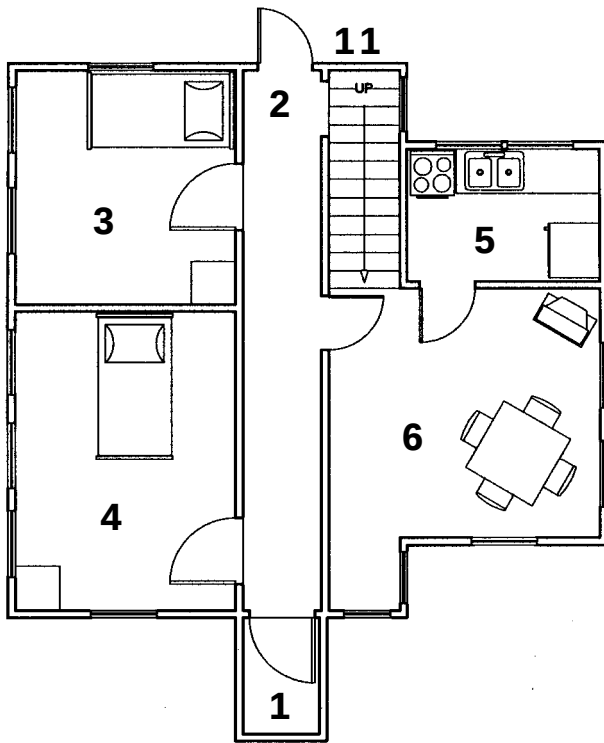
The main potential problem with this mission arises if the characters take too long to find the initial data on IGFE. Once that is found, there are many leads to the Fort, so that things should unfold appropriately. Accordingly, fudge die rolls so that it doesn’t take them more than three days to find the basics. After that, let them mess up if they want. (This assumes they are making an effort, of course.)

Aftermath

This will vary greatly, depending on what happens. The characters could have been identified as agents of the Conspiracy, or they could have hushed everything up and obtained some of the best photographs of Saurians in Aegis’s hands. The photographs and tape (see map key) are genuine, but will only contain really interesting information if you want to use them as the lead-in to another mission.



The Farm



1: Porch. The front door is very heavy.

2: Hallway. The back door has been bricked up.

3: Marian's room. She keeps the guns in here when she is not carrying them. In the event of an assault, she will, given time, collect the SMG and give it to someone else.

4: Frank's room. It is already a mess, and his laptop is on a table. The laptop has encrypted files on it, scanned copies of the photographs and digital versions of the tape (see 11). It is as hard to decrypt these as the ones on the computer at his apartment. Note that the release of these is less worrying: everyone knows how easy it is to fake computer graphics.

5: Kitchen.

6: Dining and planning area. There's a TV in here as well, and most of IGFE will normally be here.

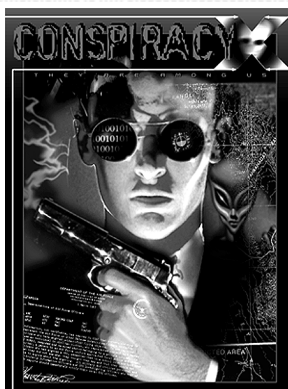
7: Darkroom/Bathroom. The used supplies indicate that photographs have been developed here recently. There is no sign of what may have been done, except a checklist with the numbers 1-36, all ticked.

8: Martin's room. His jeep is normally parked under the rear window, and he has a rope ladder coiled under that window. The door has a heavy security bar on the inside: Df4 to break it down.

9: Paul's room. Nothing of note.

10: Watchtower. IGFE has built a watchtower over the porch. The top, which is enclosed, rises over the roofline, allowing 360° surveillance. The walls are thick brick and access is by a ladder from the upstairs hallway. The floor is supported on catches, and the panic button up here. When pushed, it sets off the alarms, and drops the floor by four feet, putting the lookout below the brickline in less than a second. There is a searchlight mounted inside a box-shaped roof, and the roof is made of bulletproof glass.

11: The stairwell. Stairs lead up to the second floor. A door in the stair well leads to the basement stairs. The basement (not shown) is under the kitchen and dining area. The door at the bottom of the stairs is thick steel, with a Df4 lock. (The combination is 51194718.) The basement contains a set of 36 photographs (prints and negatives) and an audio tape, recording a meeting between two Saurian war-techs and government officials. A Df3 Perception test will notice that one of the photographs is identical to the one in Frank's apartment (assuming that they found that one). It takes an hour to search the room thoroughly. Df1: the photos and tape. Df2: The wrapping from a cassette box, of a different make from the one found. This was around the tape used to make the second copy, now in Geoffrey Phillips' possession.



Conspiracy X™

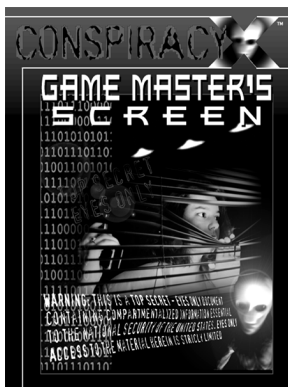
Main Rulebook (revised)

Product Code: EDN00023

Price: \$28.00

The world as you know it gets a hell of a lot more paranoid. This premier conspiracy role-playing game is set in the world hiding just around the corner. The players are part of Aegis, a national conspiracy dedicated to fighting a covert war against

extraterrestrial and supernatural threats. The main rulebook includes character creation, Cell formation, combat and everything else needed to introduce your players to a world full of UFOs, aliens, psychics, supernatural horrors and a whole lot of lies. The revised edition comes complete with a new character sheet, detailed index and a new module. 232 pages - softcover. ISBN 1-891153-23-4



Game Master's Screen

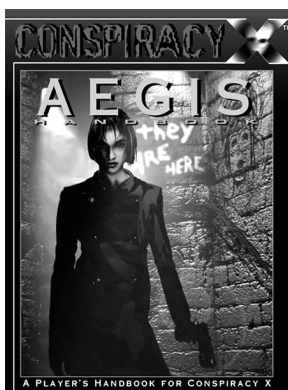
Product Code: EDN00911

Price: \$16.00

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Also included is a ready-to-run 48-page introductory adventure with a pregenerated Aegis team. The adventure may be used with the included characters or inserted into a preexisting campaign. ISBN: 1-891153-20-X



Aegis Handbook™

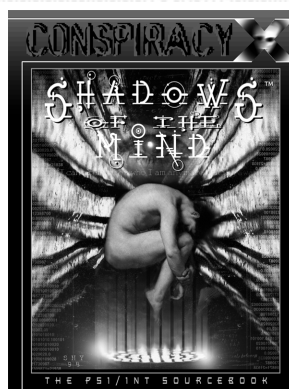
Players Handbook

Product Code: EDN00001

Price: \$23.00

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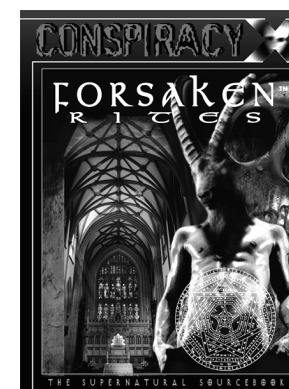
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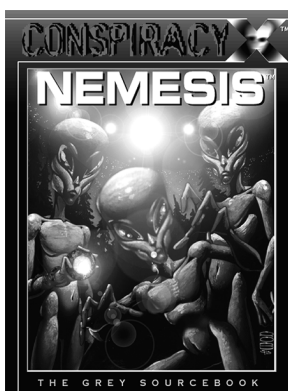
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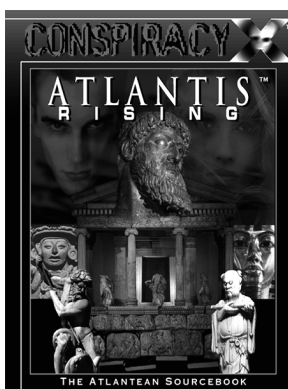
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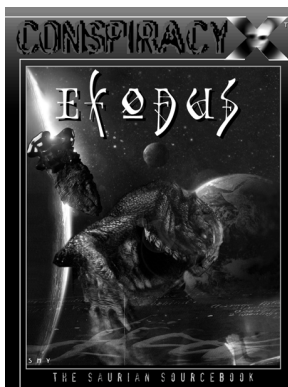
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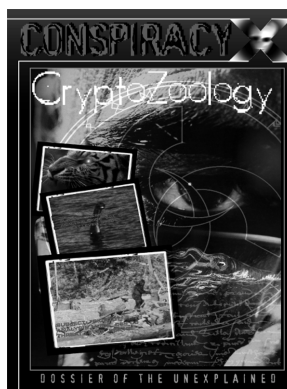
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